

**IN THE SPECIFICATION:**

Please amend the indicated paragraphs of the specification in accordance with the amendments indicated by strikeouts, double brackets and underlining.

The paragraph bridging pages 15 and 16, amend as indicated below:

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X | It is then discriminated whether the current viewing point is an objective viewing point or a subjective viewing point (Step ST14). In this game, during a certain period at the beginning of each stage, the CPU 101 functioning as an objective/subjective viewing point switching means and the timer causes an overall situation of the game space, i.e. an image of a wide area to be displayed by retracting the simulated camera to include the player character so that the game player can grasp and recognize where he is in game space. During this period, the viewing point is set at the subjective viewing point. On the other hand, upon completion of the imaging processing by the subjective viewing point, the viewing point is switched to the objective one based on the game player's eyes. In step ST14, if the viewing point is the ~~[[subjective]]~~ objective one, the game image is formed at the viewing point independent of the information obtained by the I/O processing (Step ST15), and if a shooting battle occurs, an interrupt processing for

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the sound control starts to output respective sounds relating to shooting from the loudspeakers 12 (or both the loudspeakers 12 and 21) (Step ST16).

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Page 16: 1<sup>st</sup> full paragraph, amend as indicated below:

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On the other hand, if the viewing point is switched to the [[objective]] subjective one, the game image is formed at the [[objective]] subjective viewing point based on information obtained by the I/O processing (Step 17), and if a shooting battle occurs, the respective sounds relating to shooting are separately outputted from the loudspeakers 12 or the loudspeaker 21 by the interrupt processing (Step 18). Upon completion of sound processing in Steps ST16, ST18, it is discriminated whether the current stage has been completed. Unless the current stage has been completed, this subroutine returns to Step ST11 and the operations of Steps ST11 to ST18 are repeated. If it has been completed, this subroutine returns to Step ST6 to exit therefrom.

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